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IAY / JUNE 1982 • VOLUME 1 • NUMBER 1

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Celebrity Corner

Atari Age Interviews

PAC-MAN

In this exclusive interview, today's hottest video star reveals how sudden fame has changed his life.

Atari Age: I'm sure lots of our younger readers would like to grow up to be video stars like yourself. Did you have any special training to prepare for the work you do?

Pac-Man: I had what you'd call a well-rounded education. I was involved in high school dramatics—I played the lead in Central High's production of "Man of La Muncher." I did more acting in college—mostly theatre-in-the-round productions. I didn't neglect my studies, though. In fact, I graduated sphera cum laude.

Atari Age: And how did you get into show business?

Pac-Man: Frankly, it was rough. For a while there, I worked as a ball in those follow-the-bouncing-ball musical films. Then, when those went out of style, I got a job as host of a new television show called "Celebrity Grapefruit"—you may have missed it, we were cancelled early in the season. After that, I had nothing to fall back on but residuals from some stunt work I did in an enzyme detergent commercial. That is, until this game thing came along.

Atari Age: Pac-Man, we don't want to pry into your personal life, but we understand you have a new girlfriend.

Pac-Man: Isn't it amazing how these rumors start? Let's set the record straight once and for all. There is a new arcade game with a lady Pac-Man, and they tell me she's real cute—long eyelashes, a bow in her hair, and curves in all the right places. But I've hardly met the lady! I've been so busy lately—you know, personal appearances on National Pac-Man Day, working on my night club act . . .

Pac-Man takes time off from his busy TV schedule to stroll downtown with one of his co-stars.

Atari Age: What kind of act is it? Ballroom dancing?

Pac-Man: No, actually, I'm getting a chance to sing. I do a song and dance number to the rock and roll classic, "Leader of the Pac"—and the audiences love our version of that old country and western song, "Ghost Biters in the Sky."

Atari Age: Sounds great. Any other projects in the works?

Pac-Man: I'm just putting the finishing touches on my autobiography—it's called "Dot's Life." And I'm very excited about a special appearance my agent is working on, at the World Series. You know how every year they have different celebrities throw out the first ball of the Series. Well, if everything goes right, I'll be the first celebrity ever to *be* the first ball of the Series. It would be a heck of an honor.

Atari Age: Sounds like you're a real baseball fan. Tell me, Pac-Man, who's your favorite player?

Pac-Man: Well, I was very impressed watching that new pitcher, Fernando Ballenzuela. But my all-time favorite would have to be Willie Maze.

Atari Age: Pac-Man, it's been a real pleasure speaking with you today. Before you go, do you have any special message for our game-playing readers out there?

Pac-Man: I'd like to thank them for supporting my game. You know, a lot of people didn't think I had a ghost of a chance in the video game business. After all, I don't explode, or shoot, or crash, or anything like that. But you folks have made this mellow yellow fellow the chompin' champion of the world, and I appreciate that. ☐

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Atari Age

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ATARI AGE (ISSN 0731-5686) is published bimonthly by The Atari Club, 1700 Walnut Street, Philadelphia, Pennsylvania 19103. Third class bulk rate postage paid at Philadelphia, Pennsylvania and at additional mailing offices.

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Atari International

From Abu Dhabi to Venezuela, The World Plays Atari Games!

Atari excitement has already spread to over 40 countries worldwide, and keeps growing every day. Here are just a few recent happenings in the Atari International family:

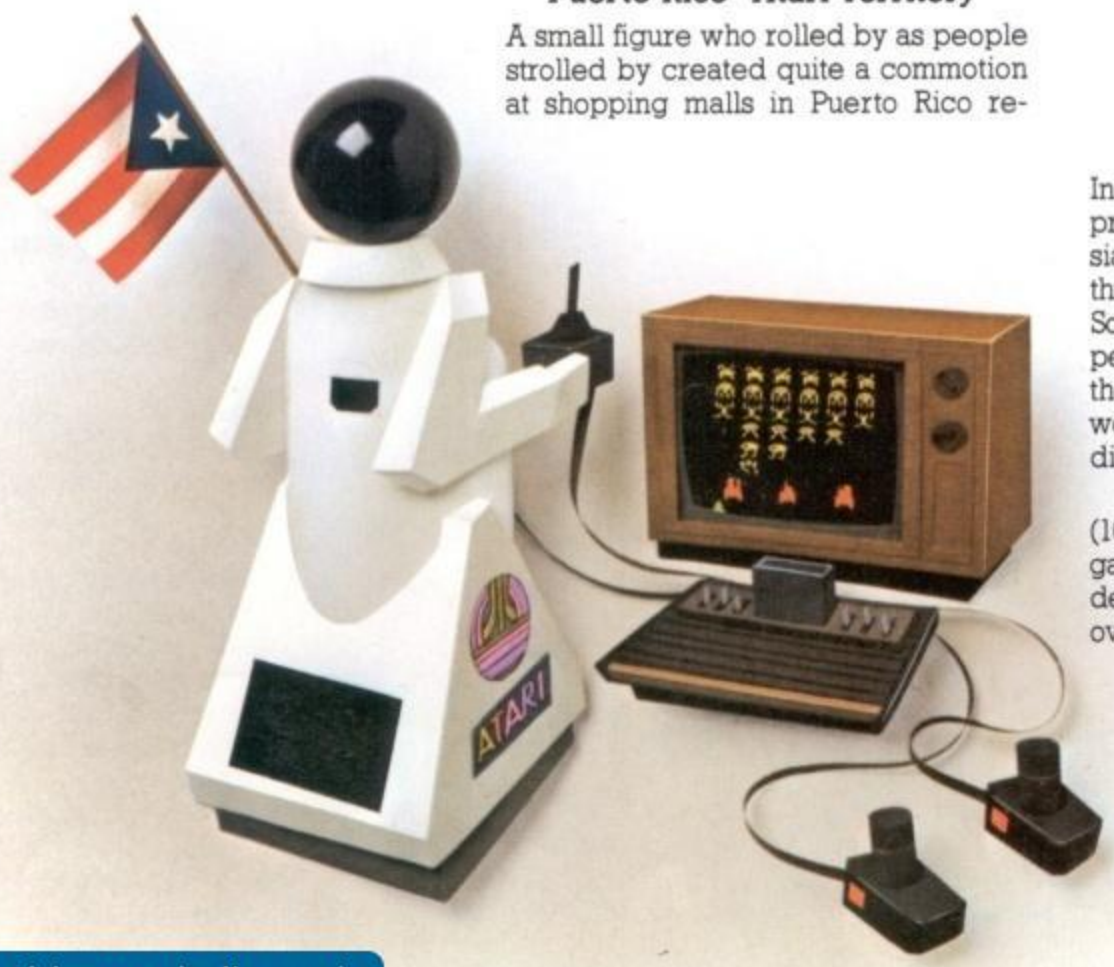
World ASTEROIDS Champion Crowned

They came from Australia and Belgium, Canada and England, France, Holland, Hong Kong, Italy, Singapore, Spain, West Germany, and the U.S. They gathered in Washington, D.C., with a single goal—to destroy more *Asteroids* than anyone else.

The event was the final battle of the Atari International *Asteroids* Tournament, and the winning score was dazzling. Playing *Asteroids* set on Game 6, skill level A, Andy Breyer (15) of Chicago scored 142,910 points in two games to win first place and a $5,000 scholarship. Second place winner was Gary Wong (18) of San Francisco. Third place went to Dirk Mueller (22) of West Germany.

Puerto Rico–Atari Territory

A small figure who rolled by as people strolled by created quite a commotion at shopping malls in Puerto Rico recently. The Atari Robot spoke to startled passers-by, inviting them to pick up the joystick and play the home video game he was holding in his tray. The game showed up on the robot's built-in TV monitor. Everywhere he went, enthusiastic crowds surrounded the remote-controlled Atari ambassador.



SPACE INVADERS Takes Over South Africa

In a week-long battle for galactic supremacy, over 1,500 video game enthusiasts blasted away at scores of threatening *Space Invaders* in the first South African Atari Tournament. Competitors paid 30¢ each to participate in the qualifying rounds. Total entry fees were then matched by the local Atari distributor and contributed to charity.

Overall winner was Martin Jacklin (16), who came up with a 41,985-point game playing Game 1, skill level A. He defeated the second-place finisher by over 1,500 points. □

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Atari News

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Atari Gains Exclusive Home Rights To Adapt Centuri Electronic Games

Agreement Includes Phoenix, Vanguard, Other Arcade Hits

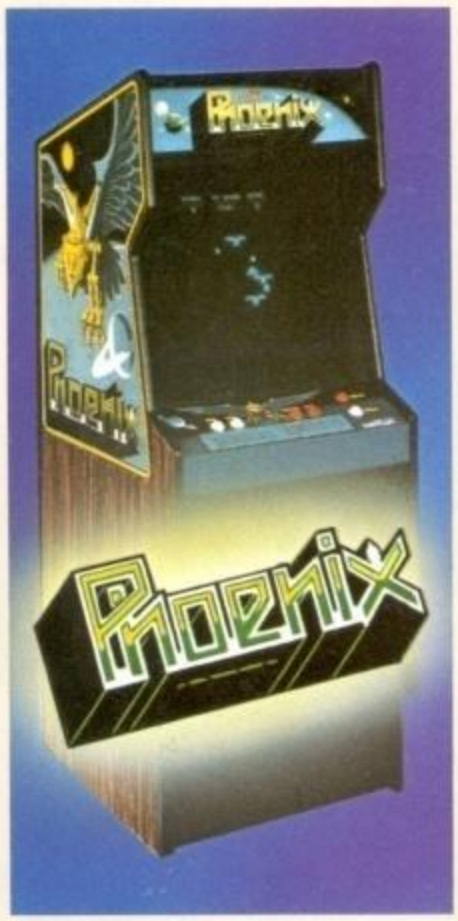
Reinforcing its leadership position in offering cartridge versions of hit coin video games, Atari has signed an exclusive agreement with Centuri, Inc., for the rights to adapt current and future games created by Centuri, a leading American manufacturer of arcade games.

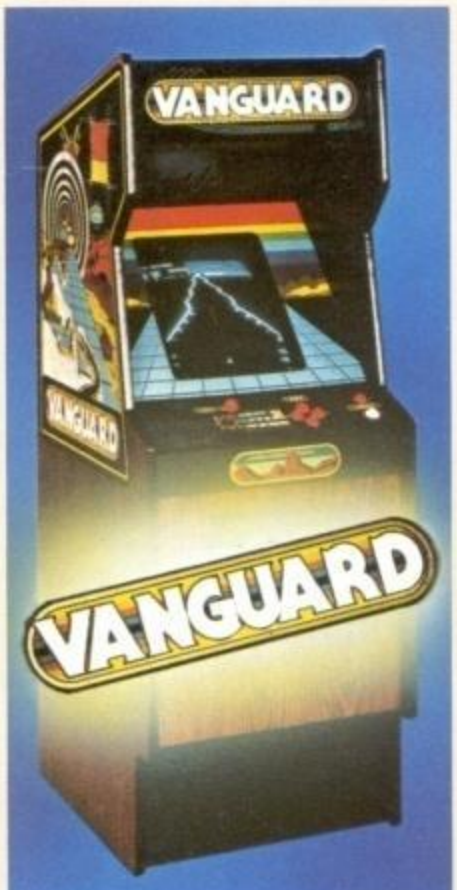
The first Centuri games to be available from Atari for its home video game system will be:

PHOENIX—Beautiful eggs appear on the screen, then hatch into deadly Phoenix war birds. Protected by a convoy of these feathered enemies, the lone alien dares you to destroy his ship.

VANGUARD—A space journey of the highest order. Players soar through dangerous tunnel zones while fending off the enemy Kemlus who lurks in the forbidding Bleak Zone.

Atari already has exclusive agreements with many of the world's foremost coin video game makers, including Namco (*Pac-Man*), Taito (*Space Invaders*), Williams (*Defender*), and Stern (new game coming soon).





Atari Computer Camps Open Summer '82

"Alright, campers! Swim time is over. Let's towel off and head for the computers!"

That's what you'll hear this summer in East Stroudsburg, PA, San Diego, CA, Sheboygan, WI, and Asheville, NC, thanks to an innovative summer camp concept being launched by Atari.

Atari Computer Camps will combine the full range of traditional camp activities with a unique opportunity to learn about computers. Some of America's top computer scientists and instructors have designed a meaningful curriculum especially for this project. While Atari provides the computer expertise, the day-to-day operation will be supervised by Specialty Camps, Inc., an organization which has run both theme and traditional camps for 25 years.

Campers 10 to 18 years old will have plenty of opportunity for hands-on computer experience, including 10 hours a week of formal instruction tailored to their individual levels of experience and knowledge. All of the computers and software will also be available during campers' free time.

Plans call for small teaching sessions with Atari 400 and 800 computers. Working in teams will be encouraged—Atari feels this not only makes learning more fun, but helps campers learn more as well.

Public reaction to the announcement of Atari Computer Camps has been extremely enthusiastic—hundreds of inquiries were received on the day the first newspaper advertisement appeared. It seems that the idea of combining software and softball for the summer is a hit.

For further information call toll-free 1-800-847-4180 (in NY and Canada call collect, 212-889-5200) or write Atari Computer Camps, Department TAC, 40 East 34th St., NY, NY 10016.

EPROM Report

Let's start out by answering the obvious question—what's an EPROM?

The letters stand for Erasable Programmable Read Only Memory. When hooked up to an Atari VCS, an EPROM performs just like an ordinary game cartridge, with one major difference—Atari engineers can program it to play a game, then erase it and program it again with a new game. EPROMS are used to test new games before they're produced for the general public. And they're borrowed by eager magazine editors who want to get a first look at those games and let readers know what's coming.

With that said, on to *Defender*. This cartridge version of the popular Williams Electronics coin video game has more people here saying "Can I borrow that" than any other new game on the shelf—and with good reason.

Defender is, quite simply, the best space game on the market today. There is more going on at once here than in any other home game. You've got six different kinds of enemies. You've got a laser cannon, hyperspace, *and* a scanner (the screen shows only one fifth of the action, the scanner shows the full scene in miniature).

And those aliens aren't just shooting at you—they're snatching nice little guys off the planet surface and turning them into mutants! That makes your job even harder—*find* the little guys in trouble, then shoot their kidnappers *and* catch the intended victims before they fall.

Atari's designers have really captured the look and feel of the original arcade machine's gameplay with this cartridge. And in one important way, they may even have *improved* the game. Instead of five different control buttons, it's all been put together into the single VCS joystick. For at least one fumble-fingered editor, this makes home *Defender* a lot more fun than its coin video cousin.

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New Advanced Home Game System Unveiled

Sets New Standards for Realistic Game Action, Detailed Graphics

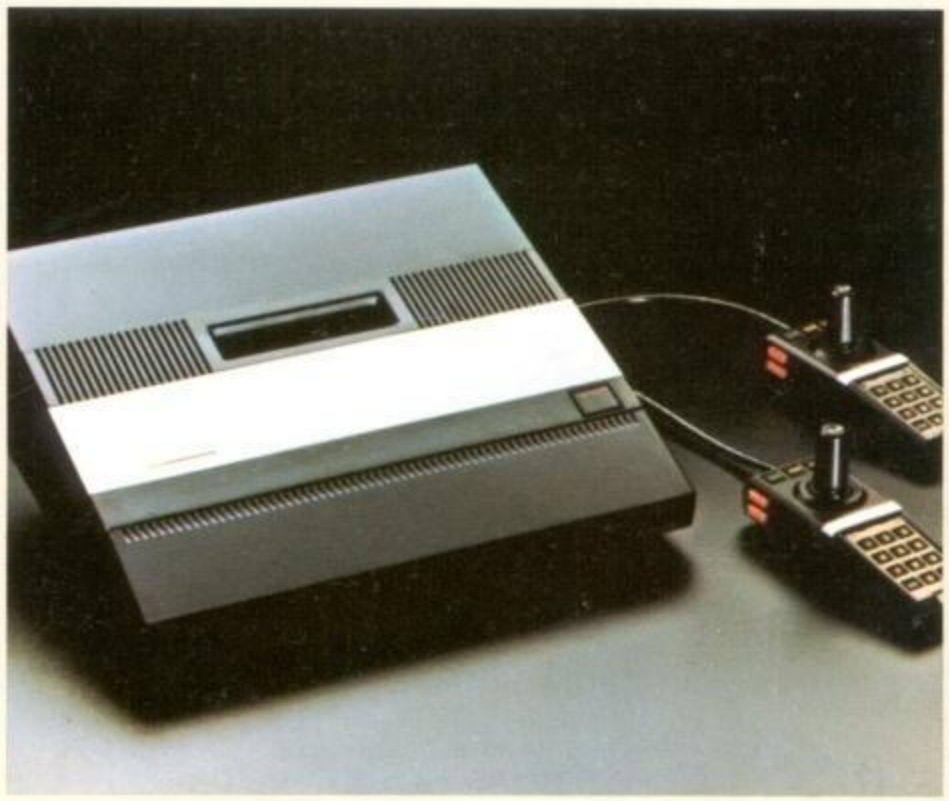
There will be a new addition to the Atari family of electronic products this fall—the Atari 5200 Advanced Video Entertainment System. The new system boasts a full 16K of computer memory, allowing greater detail and more realistic movement than ever before in a home video game.

Atari engineers have paid special attention to the quality of the sound produced by the new system. In addition to a wide range of dramatic game sounds, the system has the ability to reproduce speech by adding a state-of-the-art digital component.

This innovative system features a revolutionary universal controller which combines the operations of a joystick, paddle, and keyboard into a single hand-held unit. The control stick has 360° maneuverability, and there are four separate firing buttons—two on each side.

A further refinement is the inclusion of a pause button—the player can interrupt a game at any time, and pick it up later right where the game left off.

The new game system will be introduced in time for the Christmas season. A full series of new cartridges is being created for it, beginning with such popular titles as *Super Breakout, Space Invaders, Missile Command,* and *Asteroids. Galaxian,* the highly successful coin video game, will make its debut on the home screen for the new system. *Star Raiders,* probably the most popular computer game in history, will also be available. And the sports games, beginning with *Baseball, Football,* and *Soccer,* will please the most demanding video game enthusiast.



Clubhouse Store To Offer Atari Items By Mail And Phone

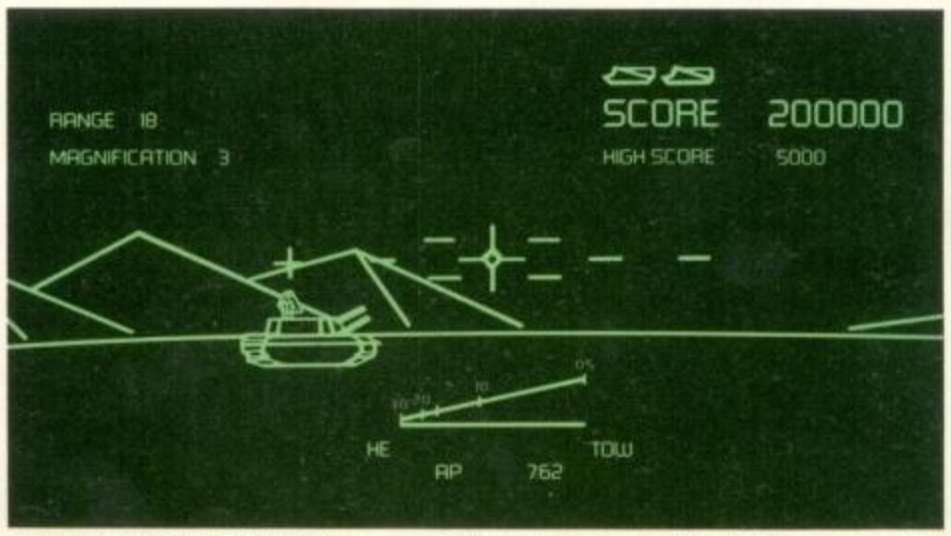
As part of its service to members, The Atari Club runs the Clubhouse Store offering *every* Game Program cartridge, controller, and accessory, plus special items available only to club members.

Advance orders will be taken on new cartridges featured in each issue of *Atari Age,* including DEFENDER and YARS' REVENGE (see page 9). As soon as these cartridges are released, the Clubhouse Store will start shipping them to members who have their orders in.

Existing cartridges, like the classic MAZE CRAZE (see page 8), can be hard to find in local stores—but the Clubhouse Store always has the complete selection on hand, ready for club members. Convenient game cartridge storage cases are also available, along with keyboard controllers, joysticks, paddles, and the rest of the Atari accessory line.

The items created especially for club members are particularly exciting. The dramatic *Atari Age* poster featured in this issue is the first club exclusive item to be offered—more are on the way.

The fastest way to order is by phone—1-800-345-8600 is the toll-free number to call with credit card orders (PA residents call 1-800-662-5180). There is also a handy mail order form included in this issue of *Atari Age,* on page 13.



ATARI JOINS THE ARMY in an experiment using modified video games in gunnery instruction. The screen shown here is a version of ATARI BATTLEZONE game developed for the U.S. Army Training Support Center at Fort Eustis, VA. Trainees select the proper weapon and firing coordinates to destroy the tanks, helicopters, and armored personnel carriers on the screen.

Sneak Peeks

What new games do Atari's designers have on the drawing boards for the months ahead? We've peeked over their shoulders to put together this advance look at what's on the way:

Home Video Games

Evil Otto is Coming! Don't know who Evil Otto is? Ask a friend who plays coin video games about this dangerous, smiling character. The good news is, he'll be bouncing onto home TV soon. The bad news—there's no place to hide when he does show up! (Details in next *Atari Age.*)

Lights! Camera! Game Reset! You expect to find movies on TV—but now Atari is preparing a movie *game* for home video players. The name of the film is being kept secret for now—but the game is based on one of the most successful action-adventure movies of all time.

Feeling Adventurous? Atari is creating a whole new concept in electronic game play. Fans of fantasy/adventure games should feel right at home with the new *Adventure Series,* a revolutionary combination of video game cartridges, players' manuals, comic books, and buried treasure.

Four games are planned for the series. Each can be played independently, but the real challenge is finding the secret in the first game and carrying it into the next.

Coin Video Games

Full-Color Cosmic Action in New 3-D Game! Atari designers continue to break new ground in bringing color and a 3-dimensional sensation to coin video games. Their latest achievement is called SPACE DUEL.

The *Space Duel* sky swarms with changing waves of brightly colored, geometrically-shaped enemies—flying saucers, spinning paddles, whirling cubes and pentagons, revolving octahedrons—even a screen full of "nuclear" hexagons. Players fly, fire weapons, and use their force field shield.

An ingenious feature of *Space Duel*—one player can fly alone, or two players can appear on the screen at once, competing against each other or playing as a team, with their two ships fused into a single space station.

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Have you played MAZE CRAZE today?

If you haven't played this cops and robbers chase game ... you're missing out on lots of fast-moving fun.

You're a cop patrolling a tough city beat. The twisting streets and alleyways look like a maze. You've got to get through to the other side—but it won't be easy!

There are robbers roaming through that maze, waiting to get the jump on you.

Blockades fool you into turning down the wrong path.

And just your luck—parts of the maze are blacked out, so you can't see *where* you're going.

You're in a tough spot, Officer—but you've got to get through!

That's the story of MAZE CRAZE, an amazing action-packed cartridge in the Atari Game Program library. It's a game that's funny to watch or to play, as your figures beep and bump their way through a completely different, challenging maze each round. And while individual players will find escaping from a maze full of robbers a terrific adventure, the best MAZE CRAZE games are intense battles of wits between two players, on the screen at the same time, trying to figure out the maze and outthink their opponents.

The basic MAZE CRAZE screen is shown above. Each player uses a joystick to send a cop figure searching for the exit on the right.

The basic maze-running race is exciting, and the game doesn't stop there. MAZE CRAZE has dozens of special features which can be used alone or in combination to make the chase more challenging. These include:

ROBBERS: If you are hit by any of these bad guys, you are out of the game. You can let 2 or 3 armed robbers loose in your maze at the same time, or have 5 of them chase you for a truly death-defying expedition.

CAPTURE: You turn the tables on those robbers with this variation. You have to catch three different-colored robbers before you can head for the exit—and get there before your opponent does!

INVISIBLE MAZE: Your city street is prone to blackouts. For any of the 10 basic game variations, you can choose from 4 Visibility Levels.

VISIBILITY

VISIBILITY

VISIBILITY

There is help for you, though—you get to peek at the blacked-out section for a flash every few seconds. Pay attention—blink your eye and it's gone again.

These are just a few of your MAZE CRAZE options. There are also four speed levels and, for further variety, the A / B difficulty switches control whether the robbers are slower or faster than your cop.

Who will enjoy MAZE CRAZE?

PAC-MAN fans will find the strategic thinking required in MAZE CRAZE a treat, with the added excitement of two-person competition. And cruising through the maze at high speeds calls for the kind of accurate control which makes Atari target-shooting and driving games so popular.

You'll need both quick wits and quick wrists to win at MAZE CRAZE! ☐

Order MAZE CRAZE and any other ATARI cartridge direct from The Club–for fast service

CALL TOLL FREE 1-800-345-8600

PA residents call 1-800-662-5180

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Beware... HAUNTED HOUSE!

If you think Atari's Haunted House game is scary, wait till you find out what's lurking in the shadows of real-life haunted houses.

Walking home late at night on a deserted city street, a man is witness to a phantom home coming.

In a lonely mansion on the rocky cliffs of Cornwall, England, the cry of a ghostly mourner pierces the evening stillness.

And in the White House, a royal visitor answers a knock on her door to find the ghost of Abraham Lincoln staring at her from the doorway!

Incredible? Absolutely. But the evidence of hauntings, based on the experiences of reliable witnesses, continues to baffle scientists who search for logical explanations.

An Eerie Homecoming

The ghostly presence in a haunted house can reveal itself in many different ways. Sometimes the people in the house claim to see a ghost. They may glimpse a hazy, nearly transparent figure. But sometimes the ghostly vision is shockingly realistic.

Take the experience of a gentleman walking home down Phillimore Street in London late one night. There were only two other people on the street—a woman walking in front of him, and a man walking slightly ahead of her. The woman caught up with the man in front of her and passed him. She glanced at him as she walked by—then let out a bloodcurdling scream and raced across the street, running away into the night.

The gentleman who had seen the woman's strange reaction hurried to catch up. As he neared the other man, he saw him take out a key and open the door of a house. The pursuing gentleman caught a glimpse of the figure as it entered the house—it had the face of a corpse!

This strange story doesn't end there, though. The gentleman returned to the house the next after-

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Photo credit: The Image Bank

noon, eager to satisfy his morbid curiosity. He was surprised to find an "Apartment to Let" sign posted. Hoping to learn more about the house and its occupants, he asked the landlady if he could see the available rooms. She agreed, and showed him to a comfortable apartment, nicely furnished, with many attractive objects decorating it. When he asked about these decorations, the landlady said they belonged to the previous tenant.

When asked why they had been left behind, she hesitated, then admitted that the tenant had been away on vacation in Monte Carlo. That very morning, she had received a telegram stating that the man had died there at about a quarter to twelve the evening before.

Exactly the time when the ghostly apparition had entered the house!

The Mournful Wail

The spirits which haunt a house may never be seen, but still make their presence felt. Sometimes there are unexplained odors, often limited to a small area of the house. Often researchers discover cold spots in haunted houses—small areas where the temperature is many degrees below normal for no apparent reason.

The most common manifestation of a haunting, though, is sound—the things that go "bump" in the night. Ghosthunters frequently find very ordinary explanations for "mysterious" sounds—a noisy gas heater, or creaking floorboards, for example. Sometimes, though, the sounds from haunted houses remain strange and unexplained.

This was the case in a lonely country house on the north coast of Cornwall in England. The Carnsen family had recently gone through a crisis—11-year-old John had been seriously ill, and the doctors feared he would die. Weeks passed, though, and he appeared to be improving. On a beautiful spring evening in March, the family had just eaten a cheerful dinner downstairs, while John remained in his upstairs bedroom with his mother and aunt. John's brothers and sisters were laughing over someone's funny remark when, suddenly, a woman's shriek startled them into silence. There was another heartrending shriek, then a third, louder and longer than the others.

Everyone on the lower floor had heard it—the children, their father, and all the servants in the kitchen. At that moment the doctor arrived—he had been approaching the house from outside, and heard nothing. The sound must have come from inside!

The terrified listeners raced upstairs, to find that no one had heard a sound—even though they *had* heard the dog's faint bark downstairs as the doctor approached.

All observers agreed that the shriek had been loudest on the staircase, close to John's room—yet nobody there had heard a thing!

The mystery remained, hanging like a black cloud over the family. And three weeks from that memorable evening, John Carnsen died.

The ghost made only one more appearance in the house in Cornwall, 15 years later. John's younger sister Emma was gravely ill. Late one night, those gathered in her room heard hysterical wailing and crying echoing throughout the house. The noises went on for several minutes, then stopped abruptly—at the moment Emma Carnsen drew her last breath.

... And Good Evening, Mr. President

Ghosts have been spotted everywhere from humble shacks to stately mansions. Even the President's residence has been known to host invisible visitors. The spirit of Abraham Lincoln is frequently reported roaming the

halls of the White House. Witnesses say that Lincoln has visited everyone from secretaries and valets to Queen Wilhelmina of the Netherlands, who heard a knock late one evening on the door of the Rose Room, where she was staying, and opened it to find Abraham Lincoln standing in the doorway!

So don't be disappointed if you've never seen a ghost—it could happen any day now. One minute you're playing the one-player version of an Atari video game, and suddenly the machine switches to two players by itself—and there's a very tall man with a beard and a stovepipe hat holding the other joystick! □

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Game-Grams

Dear Atari,

My brother was playing *Adventure* and he was in the Black Castle's grey dungeon. He took the bridge and went into a small part which is surrounded by walls. When he was inside he picked up a "dot." Please tell me what this "dot" is and what it can do.

Kathleen Gallagher
Novato, CA

Your brother has found the first step in revealing a secret message locked deep within the ADVENTURE cartridge by the programmer who designed it. Most people only find the dot by taking the blue bridge and laying it across some walls in the grey dungeon until it appears. But you've already completed that step! Now for the second step, move the secret dot into the "secret panel" room. How do you get there? If you come out of the yellow castle down to the main path and go right, keep going to the right until you crash into a thin black wall. You've actually crashed into the secret panel that lets you into the secret room. Moving the secret dot into this room won't open the secret panel–but you're getting closer! Leave the secret dot there and go on to the next step.

Go grab any two more objects and bring them into the secret panel room where the secret dot is. Did the secret panel start blinking? Then you are ready for the final step. Take a deep breath and hold it (good magic), then pass through the secret panel very carefully, and ... you've done it! Unlocked the secret of ADVENTURE! We congratulate you–and so does sneaky programmer Warren Robinett.

-Editor

We really want to hear from you, club members! Send your questions and comments about Atari games to Editor, ATARI AGE, 1700 Walnut Street, Philadelphia, PA 19103. If we print your letter in the magazine, we'll send you a special Atari T-shirt as a "thank-you" for writing.

Cartridge Checklist

How many of these Atari Game Program cartridges and accessories do you have in your collection?

SPORTS ARENA

☐ Basketball C06	$22.95
☐ Bowling C07	22.95
☐ Football C17	12.95
☐ Golf C18	22.95
☐ Home Run™ C20	12.95
☐ Pelé's Soccer™ C28	31.95
☐ Video Olympics™ C39	22.95

ADVENTURE TERRITORY

☐ Adventure C01	31.95
☐ Haunted House C43	26.95
☐ Superman* C35	31.95

RACE TRACK

☐ Dodge 'Em™ C16	22.95
☐ Indy 500 C22	39.95
☐ Night Driver® C25	26.95
☐ Slot Racers™ C30	22.95
☐ Street Racer™ C34	12.95

SPACE STATION

☐ Asteroids™ C03	37.95
☐ Defender** C46	37.95
☐ Missile Command™ C24	31.95
☐ Space Invaders*** C31	31.95
☐ Space War C32	12.95
☐ Yars' Revenge™ C45	31.95

COMBAT ZONE

☐ Air-Sea Battle™ C02	22.95
☐ Canyon Bomber® C10	22.95
☐ Combat C14	22.95
☐ Outlaw® C27	22.95
☐ Surround™ C33	12.95
☐ Warlords™ C41	31.95

SKILL GALLERY

☐ Breakout® C09	22.95
☐ Super Breakout™ C42	31.95
☐ Circus ATARI® C12	26.95

SKILL GALLERY (continued)

☐ Human Cannonball C21	12.95
☐ Maze Craze™ C23	26.95
☐ Pac-Man† C44	37.95
☐ Sky Diver® C29	22.95
☐ Video Pinball C40	31.95

CLASSICS CORNER

☐ Backgammon C04	26.95
☐ Casino™ C11	31.95
☐ Othello†† C26	22.95
☐ 3-D Tic-Tac-Toe C36	22.95
☐ Video Checkers™ C37	22.95
☐ Video Chess™ C38	26.95

LEARNING CENTER

☐ Basic Programming C05	26.95
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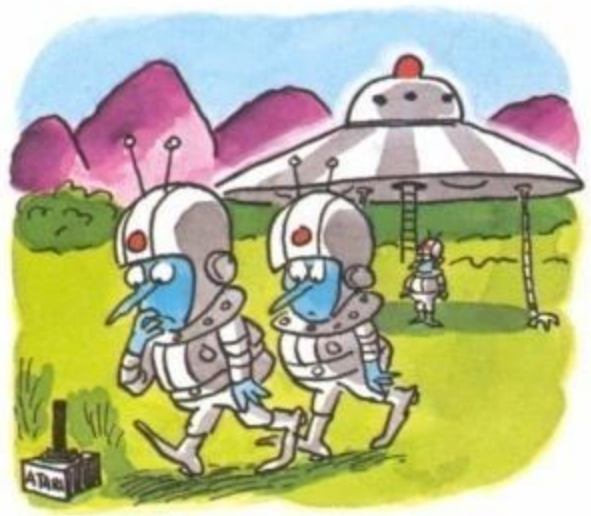

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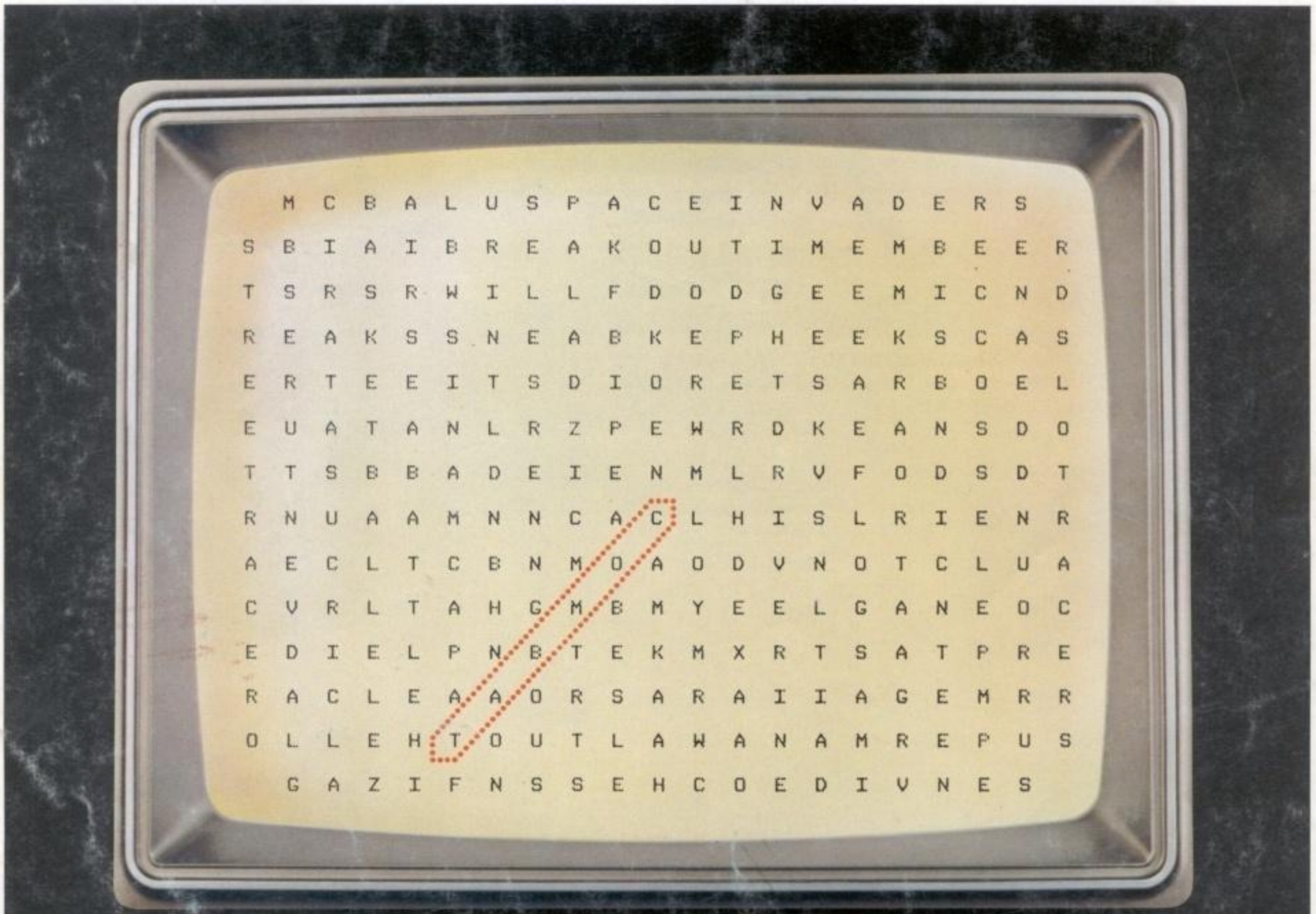
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SCREEN SCRAMBLE

Usually you'll find only one Atari game at a time on your TV set. On the screen above, though, we've hidden 29 different Atari Game Program names in word-search puzzle style—across, backwards, up, down, and diagonally.

We've circled COMBAT for you as an example. Now find the other 28 names! (The CARTRIDGE CHECKLIST on page 15 lists all the possibilities.)

And when you've circled all 29 names, read the *unused* letters across from left to right to receive a special hidden message about new cartridge releases later this year!

Answers in the next issue of Atari Age.

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